

CLAIMS

1. (Currently Amended) A method for rendering a display over a plurality of graphical interfaces, comprising:

assigning a column number associated with each member of a plurality of display devices;

assigning a row number associated with each member of a plurality of display devices;

generating an image to be displayed on at least two of the plurality of display devices;

dynamically defining a plurality of image segments;

generating [[a]] the plurality of segments from the generated image;

generating a first and second offset for at least two of the plurality of display devices;

selecting at least two segments of the image as a function of the first and second offset;

and

displaying the at least two selected segments on the at least two display devices.

2. (Canceled)

3. (Currently Amended) The method of Claim [[2]] 1, wherein the dynamically ~~definition~~ defining occurs at [[the]] a client.

4. (Original) The method of Claim 1, wherein the selecting at least one segment of the images is performed by a server.

5. (Original) The method of Claim 1, wherein the selecting at least one segment of the images is performed by a client.
6. (Original) The method of Claim 1, wherein a virtual image is displayed over two adjacent screens.
7. (Original) The method of Claim 1, wherein the row number is equal to the first offset, and the column number is equal to the second offset.
8. (Original) The method of Claim 1, wherein the first offset is equal to the vertical offset and the second offset is equal to the horizontal offset for at least one of the plurality of display devices.
9. (Original) The method of Claim 1, wherein the first offset is not equal to the vertical offset and the second offset is equal to the horizontal offset for at least one of the plurality of display devices.
10. (Original) The method of Claim 1, further comprising selecting at least two of the plurality of display devices.
11. (Original) The method of Claim 1, wherein the step of Generating an image to be displayed on at least two of the plurality of display devices further comprises Generating an image to be displayed on a graphical user interface.

12. (Original) The method of Claim 1, wherein the step of Generating an image to be displayed on at least two of the plurality of display devices further comprises generating a video image.

13. (Original) The method of Claim 1, further comprising generating the image in a server coupled to the each display.

14. (Original) The method of Claim 1, further comprising generating the image in a client coupled to each display .

15. (Original) The method of Claim 1, wherein the step of segmenting is performed in a server coupled to the display device.

16. (Original) The method of Claim 1, wherein the step of segmenting is performed in a client coupled to a plurality of servers, the plurality of servers each coupled to its own respective display device.

17. (Original) The method of Claim 1, further comprising synchronizing the plurality of display devices to start execution substantially the same start time.

18. (Original) The method of Claim 1, further comprising synchronizing the plurality of display devices to display a plurality of images in succession at substantially the same time.

19. (Currently Amended) A system for displaying a graphical image on a plurality of screens, comprising:

a client computer;

a plurality of server computers coupled to the client computer;

a display of a plurality of graphical devices, wherein each device is coupled to at least one server; and

wherein the client is configured to dynamically segment a video image for substantially concurrent rendering by the plurality of server computers.

20. (Currently Amended) A computer program product, embodied on a computer readable medium, for rendering a display over a plurality of graphical interfaces, the computer program product having a medium with a computer program embodied thereon, the computer program comprising:

computer code for assigning a column number associated with each member of a plurality of display devices;

computer code for assigning a row number associated with each member of a plurality of display devices;

computer code for generating an image to be displayed on at least two of the plurality of display devices;

computer code for dynamically defining a plurality of image segments;

computer code for generating [[a]] the plurality of segments from the generated image;

computer code for generating a first and second offset for at least two of the plurality of display devices;

computer code for selecting at least two segments of the image as a function of the first and second offset; and

computer code for displaying the at least two selected segments on the at least two display devices.

21. (Currently Amended) A processor for rendering a display over a plurality of graphical interfaces, the processor including a computer program, embodied on a computer readable medium, comprising:

computer code for assigning a column number associated with each member of a plurality of display devices;

computer code for assigning a row number associated with each member of a plurality of display devices;

computer code for generating an image to be displayed on at least two of the plurality of display devices;

computer code for dynamically defining a plurality of image segments;

computer code for generating [[a]] the plurality of segments from the generated image;

computer code for generating a first and second offset for at least two of the plurality of display devices;

computer code for selecting at least two segments of the image as a function of the first and second offset; and

computer code for displaying the at least two selected segments on the at least two display devices.